

IN THE CLAIMS

Please amend the claims as follows:

1. (Currently Amended) A method for translating a virtual memory address into a physical memory address in a multi-node system, the method comprising:

initializing in a generally accessible memory an emulated remote translation table (ERTT) segment;

providing the virtual memory address at a source node;

determining that a translation for the virtual memory address does not exist;

determining a physical virtual node to query based on the virtual memory address;
mapping the virtual node to a physical node;

querying on an emulated remote translation table (ERTT) the ERTT segment on the physical node for the translation for the virtual memory address; and

if the translation is received then loading the translation into a translation lookaside buffer (TLB) on the source node.

2. (Canceled)

3. (Canceled)

4. (Currently Amended) The method of claim 3, wherein mapping [[a]] the virtual node to a physical node uses a mapping provided by an ERTT header located at a well known location to [[all]] one or more nodes used by an application.

5. (Original) The method of claim 4, wherein the ERTT header is located on a predetermined virtual node.

6. (Currently Amended) A computerized system for managing virtual address translations, the system comprising:

 a plurality of nodes available for executing programs, each of said nodes having a node memory; and

 an operating system executable by a source node of the plurality of nodes, the operating system operable to:

 receive a virtual memory address at the source node;

 determine that a translation for the virtual memory address does not exist on the source node;

 determine a physical virtual node to query based on the virtual memory address; map the virtual node to a physical node;

 query an emulated remote translation table (ERTT) segment in the generally accessible memory on the physical node for the translation for the virtual memory address; and

 if the translation is received then loading the translation into a translation lookaside buffer (TLB) on the source node.

7. (Canceled)

8. (Canceled)

9. (Currently Amended) The system of claim 3, further comprising an ERTT header located at a well known location to [[all]] one or more nodes used by an application to provide the mapping from [[a]] the virtual node to [[a]] the physical node.

10. (Original) The system of claim 9, wherein the ERTT header is located on a predetermined virtual node.

11. (Currently Amended) A computer-readable medium having computer executable instructions for executing a method for translating a virtual memory address into a physical memory address in a multimode system, the method comprising:

initializing in a generally accessible memory an emulated remote translation table (ERTT) segment;

providing the virtual memory address at a source node;

determining that a translation for the virtual memory address does not exist;

determining a physical virtual node to query based on the virtual memory address;

mapping the virtual node to a physical node;

querying on emulated remote translation table (ERTT) the ERTT segment on the physical node for the translation for the virtual memory address; and

if the translation is received then loading the translation into a translation lookaside buffer (TLB) on the source node.

12. (Cancelled)

13. (Cancelled)

14. (Currently Amended) The computer-readable medium of claim 13, wherein mapping [[a]] the virtual node to a physical node uses a mapping provided by an ERTT header located at a well known location to [[all]] one or more nodes used by an application.

15. (Original) The computer-readable medium of claim 14, wherein the ERIT header is located on a predetermined virtual node.